

Amsoft

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CLASSIC RACING

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SOFT
928

CPC 464

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RACING

BY PAUL NEAL

LOADING INSTRUCTIONS

Reset computer by holding down CTRL, SHIFT and ESC keys together in that order. Place cassette into the Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key. This program will take about 7 minutes to load.

Introduction

Now Amsoft brings the thrills and spills of the race course into your home on your Amstrad CPC464.

Classic Racing is a game for 0-6 players of strategy and planning. Each player is the owner of a stable of 16 horses (the computer managing the remainder of the stables when there are less than 6 players), the aim of the game being to accumulate the most money at the end of the season. As the season progresses, you must try to discover the strengths and weaknesses of your horses, trying to find the right ones to run in the eight 'Classics' at the end of the season. A season is made up of 4-16 meetings, each of which consists of 6 races. Each owner must enter a horse in each race, receiving prize money if you end in the first 3 to the line as well as any money you make on the betting. Each horse has a preferred distance and going (ground condition). The distances range from a mile and a half down to 5 furlongs. At each distance every horse will carry a handicap weight, the higher the weight, the better that horse will be at the distance.

There are 5 types of 'Going'; soft, good/soft good, good/firm and firm. A horse which prefers firm going will probably perform badly on soft going.

By racing a horse over different distances, and examining the

BRENTWOOD HOUSE

169 KINGS ROAD

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ESSEX

CM14 4EF

weight carried, the going and the horses performance you should be able to discover which horses are best for each of the classics. You may discover that a particular horse is a dead loss and decide to drop it from you stable. Any horse which has not run in three consecutive meetings is considered dropped, in which case a fine will be imposed of £1000 for any further meeting that the horse does not run.

Starting The Game

One of the first choices you are given when the game has been loaded is to either start a new game or reload an old unfinished game (see below). If you are continuing a saved game, the computer will prompt you through all of the procedures to load in the information, and when it was loaded the game will continue from exactly where it was left. If you are not playing a new game, simply answer all of the computers questions to get you to the start of the season.

Information Displays

There are a number of information displays all of which are accessible from the STABLE DISPLAY, although some may be shown to you at other times. The RACING PROGRAM shows you a list of all the possible meetings in the season. Those meetings already gone are shown in yellow, those yet to come in green, and the current meeting in red. An arrow points to the current meeting. Using the UP and DOWN arrow keys, you may move this arrow up and down. As you do so, information about the meetings pointed to is displayed at the bottom of the screen. For each race, the distance, stake money, and a general description

is shown. The description may be minor, major, or the name of a classic race. The STATE OF THE GAME displays the current standing of each owner shown in order of wealth. Each owners wealth is broken down into the following categories: Winnings (total amounts of money won or lost by betting), Fines (total amount of money paid for dropped horses) and Entry Fees (the same for each player) Positive amounts are shown in green, debts in red.

The RACE CARD shows which horses have been entered in the races at the current meeting.

When it is your turn to select horses for each race, you will be shown the STABLE DISPLAY. At the top of this screen is shown all the information about the race you are currently selecting a horse for; the number of races the horse has run, the prize money it has accumulated, the number of meetings since it last was entered and the number of meetings to go before it is dropped. Use the cursor keys to move up and down the screen and the E key to enter the horse for the race.

The Race

Before each race, you will be asked to bet. The odds of each horse winning are displayed at the bottom of the screen. Use the cursor keys to increase or decrease the amount of you bet from between 10 and 500 and the relevant number key to select the horse. When all this information is entered, press the B key to register your bet. Simply follow the instructions on the screen to commence the race. The winning horse will receive 70% of the stake money, the second place horse 20% and the third 10%.

When the race is over, press the space bar once to see the outcome

of the betting and a second time to take you to the STATE OF THE GAME display which will show you all of the competitors current positions to date.

When all six races have been run, you will be given the opportunity to save the game, simply follow the computers instructions to save the information for a later date. Alternatively, you can continue with the next meeting in the season.

KEYS

Cursor keys to move the screen display and increase or decrease bets. B = Registering your bet

E = Entering a horse for the race

Space Bar = Moving from screen to screen